

1      **ABSTRACT**

2      In a network environment, multimedia content is streamed from a server  
3      computer to a client computer via the network. A user of the client computer can  
4      alter the speed at which the multimedia content is played; either speeding up or  
5      slowing down the playback. The client seamlessly switches between the different  
6      playback speeds, reducing breaks and/or delays between the time the user selects  
7      the new playback speed and the time the multimedia content begins being played  
8      back at the new speed.